Amendments to the Specification:

Please replace paragraph [0052] with the following rewritten paragraph:

[0001] Figs. 16-19 show a flowchart outlining one exemplary embodiment of a method for updating a 3D visualization according to this invention. As shown in Figs. 16-19, operation of the flowchart begins in step S200 and continues to step ~~S204~~S202, where a new or an updated set of data to be visualized is input. Next, in step S204, the new or updated set of data is compared with the current set of data. Then, in step S206, a determination is made whether there are any new elements in the data to be visualized that require a tile that is not in the current visualization. If there are such new elements in the data to be visualized, operation continues to step S208. Otherwise, operation jumps directly to step S228.

Please replace paragraph [0053] with the following rewritten paragraph:

[0002] In step S208, a tile is created and placed in the visualization for each new portion or element of the data that now requires a tile in the updated visualization but for which there was not a tile in the current visualization. Then, in step ~~S809~~S209, a first or next new tile is selected as the current tile. Then, in step S210, a height of a first index link is determined for the current tile. As described above, in various exemplary embodiments, the height of the first index value may represent the importance of the portion of the data to be visualized that is associated with the current tile. However, the height may represent some other quantifiable characteristic of the portion of the data represented by the current tile. Next, in step S212, a size of the first index link for the current tile is determined. Operation then continues to step S214.

Please replace paragraph [0069] with the following rewritten paragraph:

[0003] Fig. 20 is an exemplary embodiment of a functional block diagram of one exemplary embodiment of a 3D visualization system 1000 that is usable to create and update 3D visualizations according to the invention. As shown in ~~Fig. 12~~Fig. 20, the 3D visualization system 1000 includes an input/output interface 1010, a controller 1020, a memory 1030, a tile layout determining circuit, routine, or application 1035, a height determining circuit, routine, or application 1040, a size determining circuit, routine, or application 1045, a color determining circuit, routine, or application 1050, a brightness

determining circuit, routine, or application 1055, a tile marking circuit, routine, or application 1060, a path determining circuit, routine, or application 1065, and a data comparing circuit, routine, or application 1070, each appropriately interconnected by one or more data/control busses and/or application programming interfaces 1080, or the like.

Please replace paragraph [0074] with the following rewritten paragraph:

[0004] As shown in ~~Fig. 12~~Fig. 20, the memory 1030 contains a number of different memory portions, including a data portion 1031 and a 3D visualization portion 1032. The data portion 1031 of the memory 1030 stores the data to be visualized. The 3D visualization portion 1032 of the memory 1030 stores the 3D visualization.

Please replace paragraph [0075] with the following rewritten paragraph:

[0005] The memory 1030 shown in ~~Fig. 12~~Fig. 20 can be implemented using any appropriate combination of alterable, volatile or non-volatile memory or non-alterable, or fixed, memory. The alterable memory, whether volatile or non-volatile, can be implemented using any one or more of static or dynamic RAM, a floppy disk and disk drive, a writeable or re-re-writeable optical disk and disk drive, a hard drive, flash memory or the like. Similarly, the non-alterable or fixed memory can be implemented using any one or more of ROM, PROM, EPROM, EEPROM, an optical ROM disk, such as CD-ROM or DVD-ROM disk, and disk drive or the like.

Please replace paragraph [0078] with the following rewritten paragraph:

[0006] In operation of the exemplary embodiment of the 3D visualization system 1000 shown in ~~Fig. 12~~Fig. 20, under control of the controller 1020, a set of data to be visualized is input from the data source 1100 across the link 1110 via the input/output interface 1010 as a current set of data to be visualized and stored in the data portion 1031 of the memory 1030. Next, under control of the controller 1020, the tile layout determining circuit, routine, or application 1035 accesses the current data to be visualized and determines a tile layout for the 3D visualization based on the current data to be visualized. Then, under the control of the controller 1020, the tile layout is stored in the 3D visualization portion 1032 of the memory 1030.